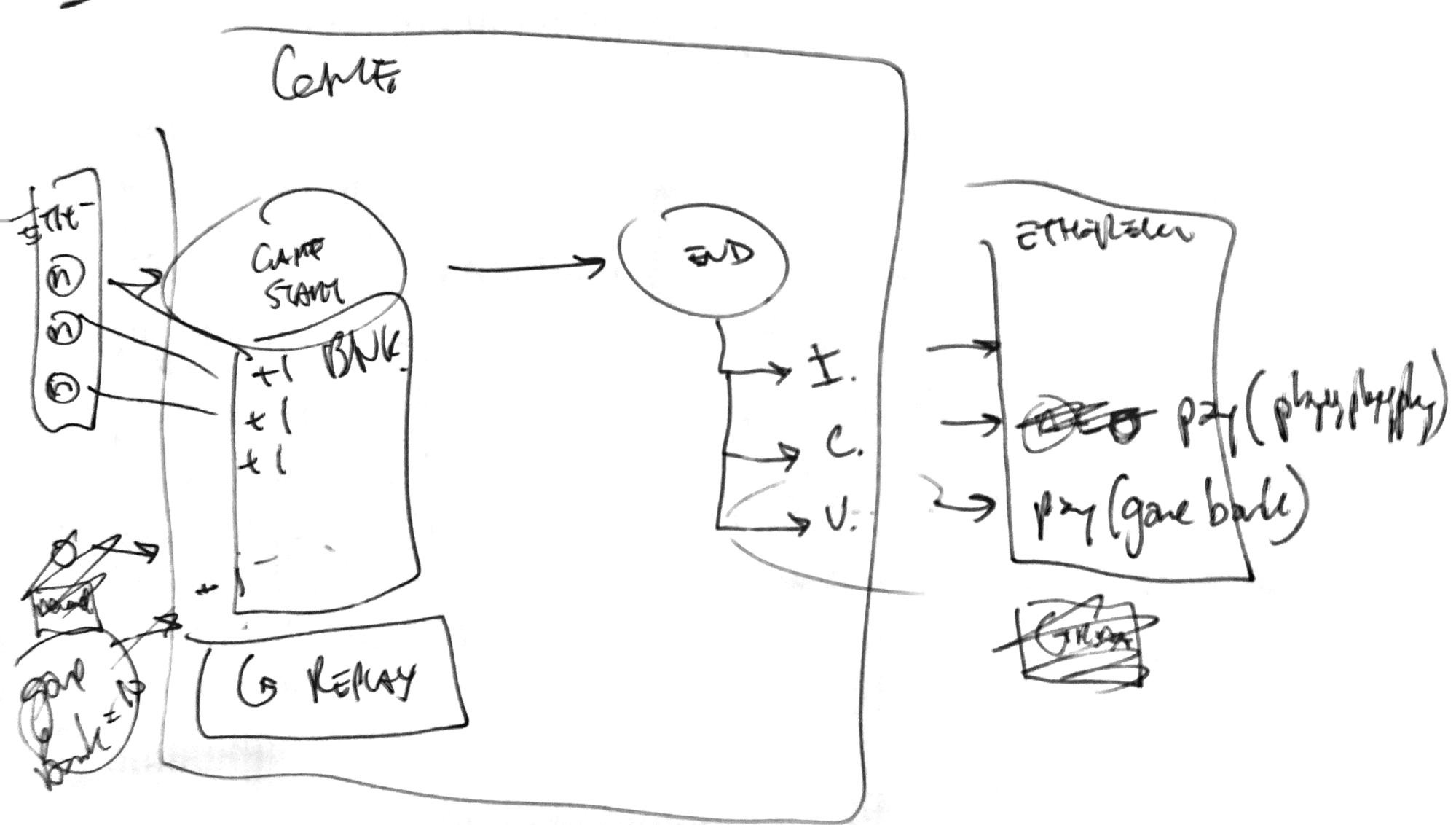
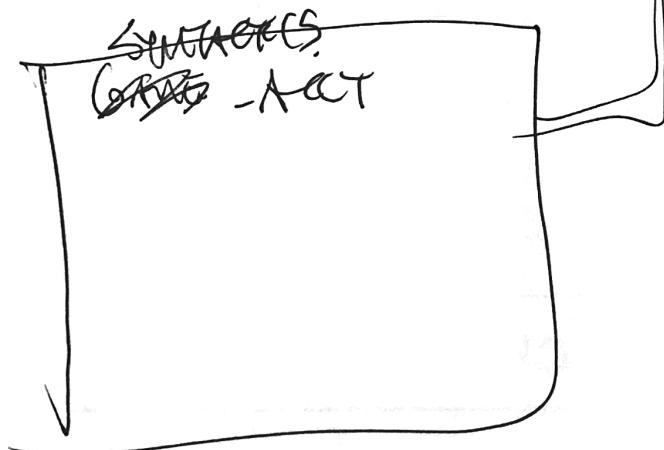
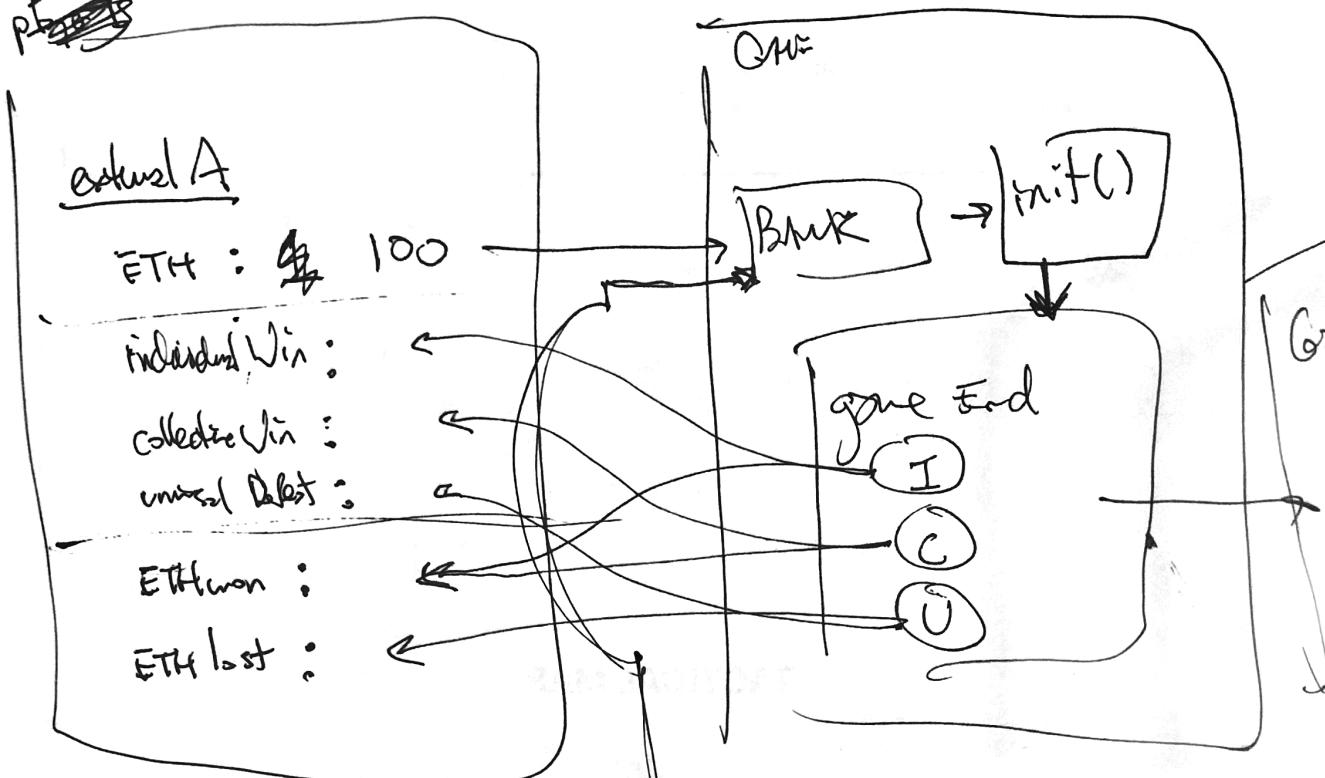


APP



~~Player A~~
~~Player B~~

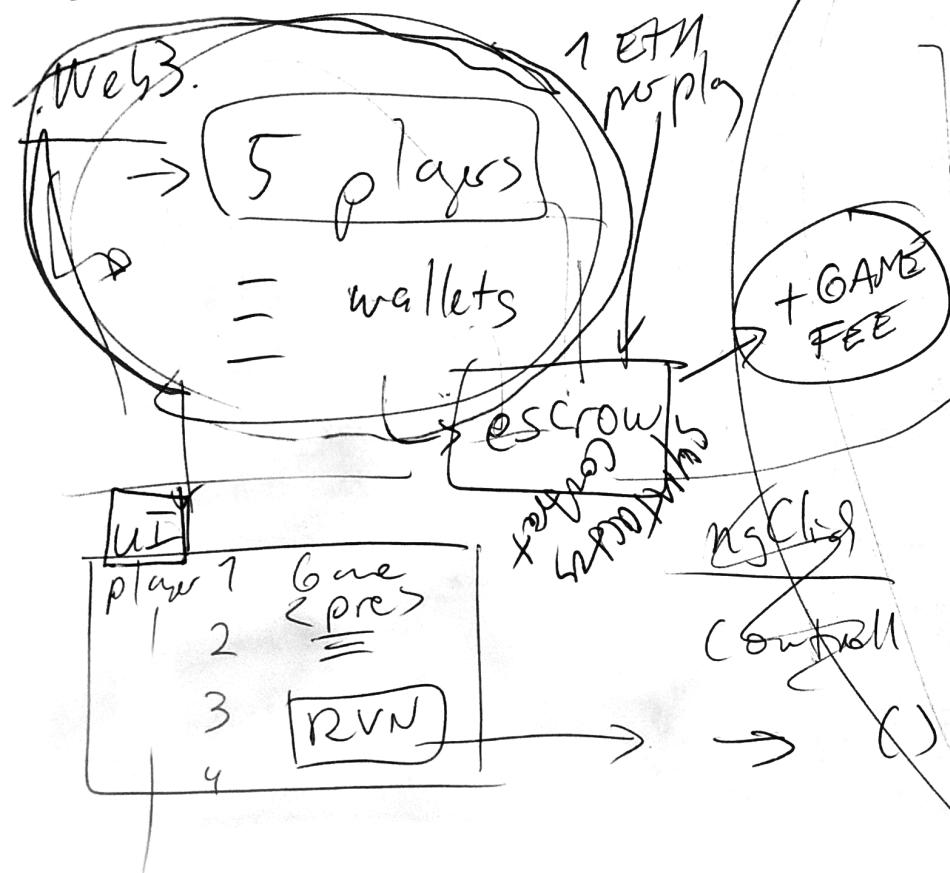


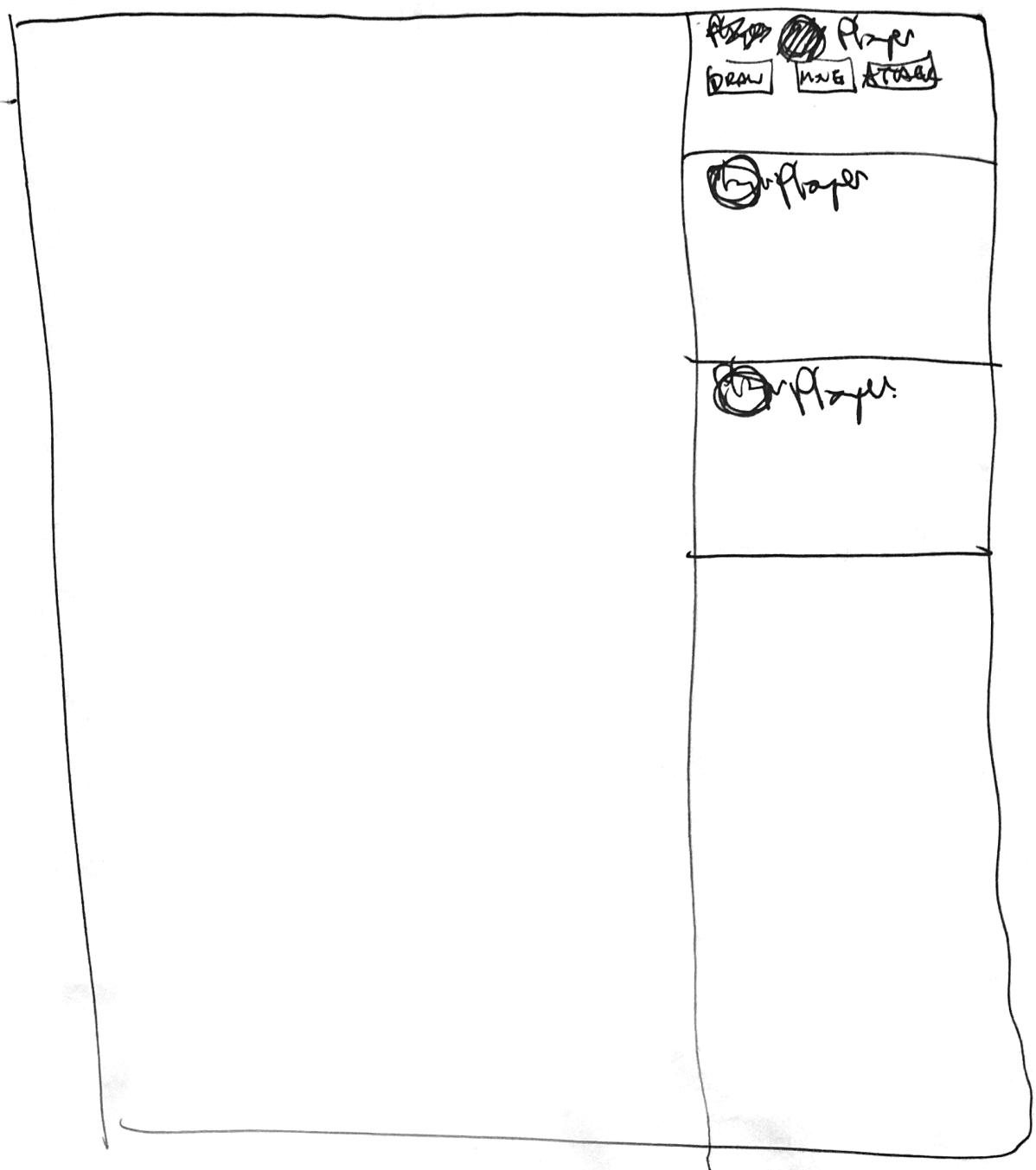
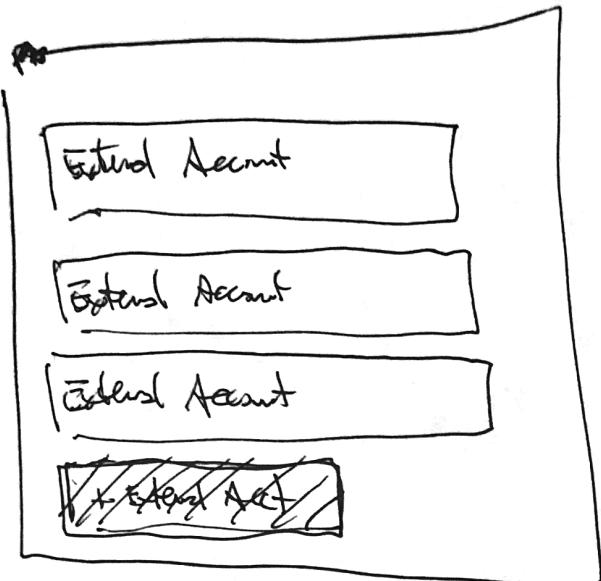
Game History

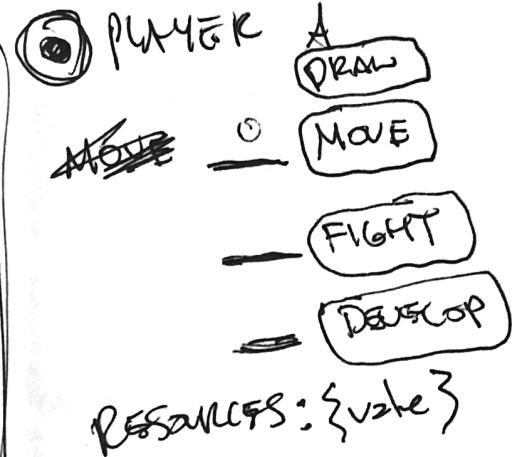
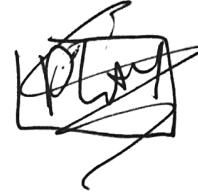
Game controller JS

MVP dApp

localhost =







RND: 1



MISTAKES:

imp

VSD

Row:

DRAW: _____

BOARD: _____

flsy = 10

flsy = 50

flsy = 40

0 1 2 3

2

1

1 →

Phy A
= abs

More

□

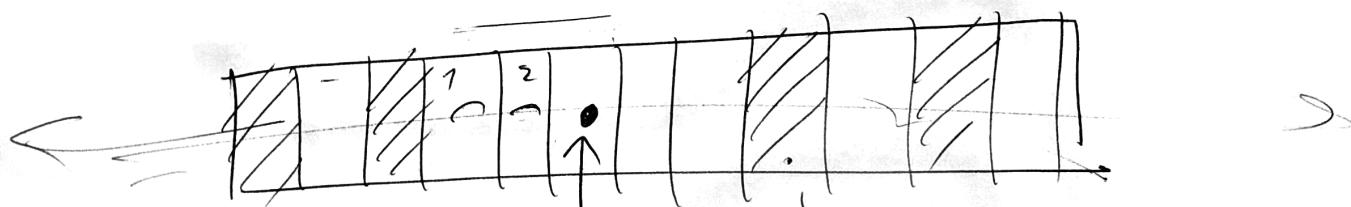
□

□

More

Phy B

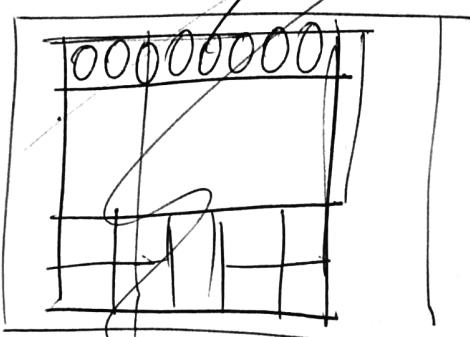
More



v1

WE

Mark Davis



history
log

Bone VI / a

~~playable prototype~~

that allows one person to play all the players

resources
on

Click
to
Inspect

A hand-drawn diagram illustrating a grid of elements. The grid is composed of several horizontal and vertical lines. In the center of the grid, there is a circle containing the text "grid of divs". To the right of this central circle, an arrow points towards the text "ng". At the top left of the grid, there is another circle containing the text "o, o". An arrow points from this top-left circle towards the top edge of the grid. The grid itself contains some internal text, such as "1", "2", "3", and "4", which likely represent the row and column indices of the grid cells.

ng click on

dir → angular Validates if
model is possible

UNIVERSITY SITES

~~my~~

Current news paper

DRAW 10/SCARD

~~STATIC, HTTP~~

STATIC +
+ Flexbox

play
spectral

→
Ple
Captoe

place post

player resources

1 2 3

player roles

resources

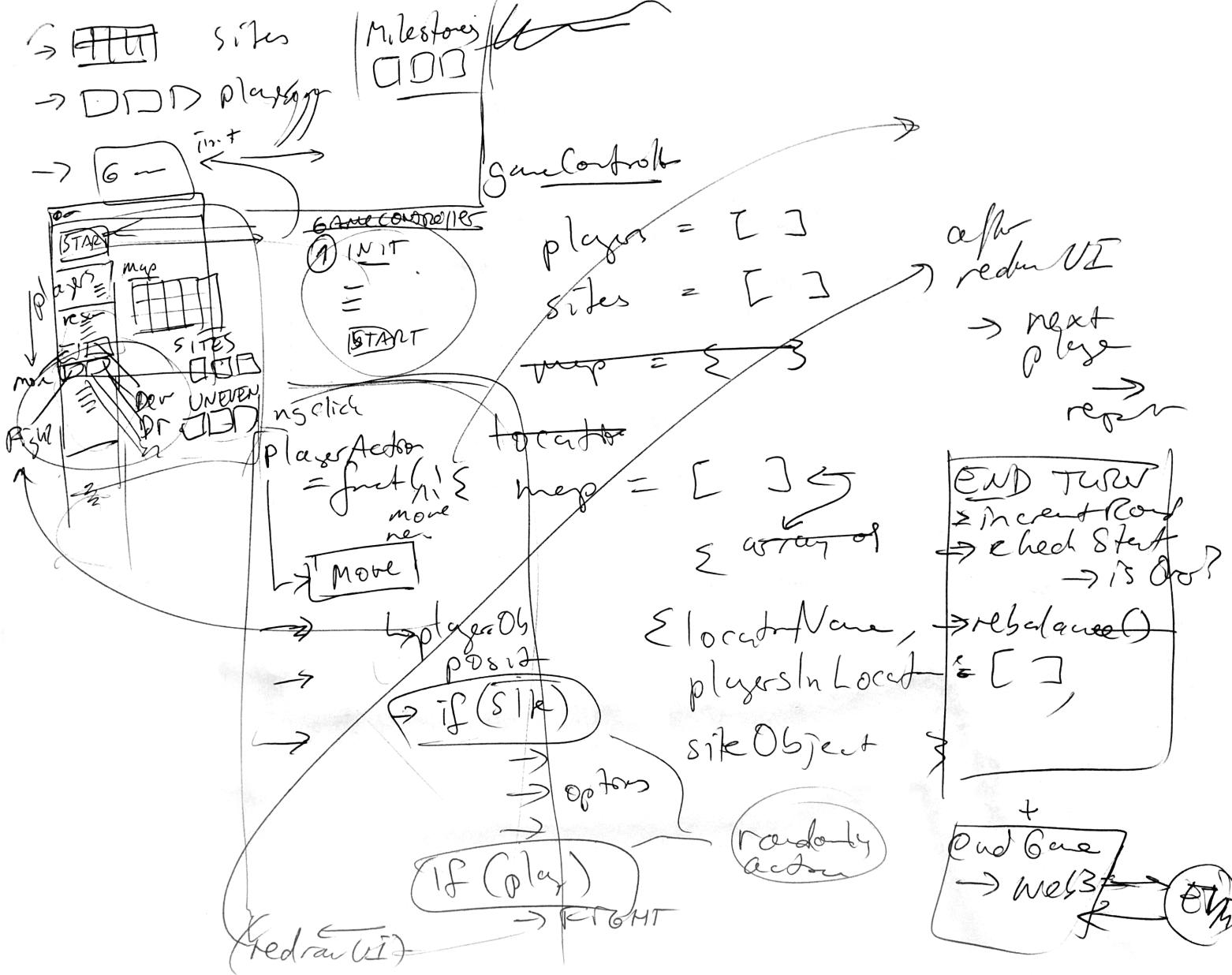
→ σ^* mol
a simple
map

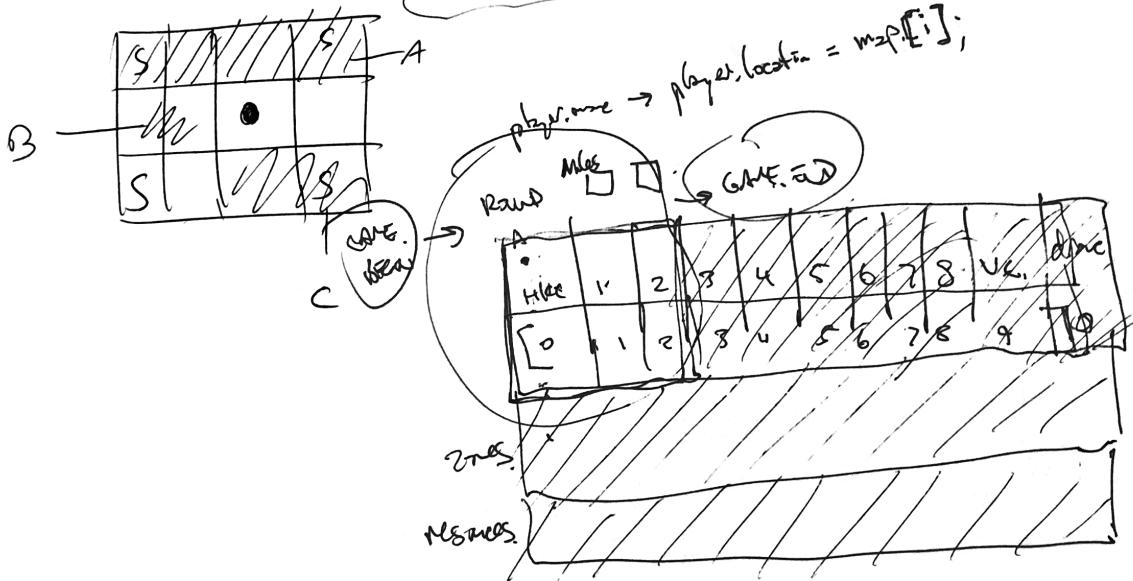
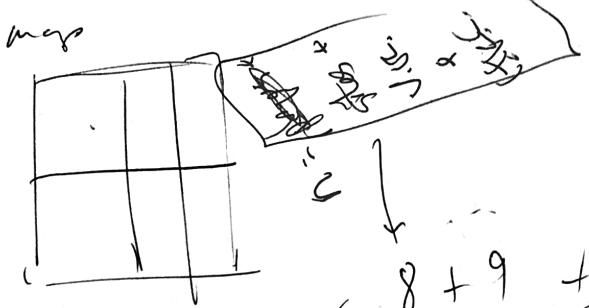
*dice
resumet
4*

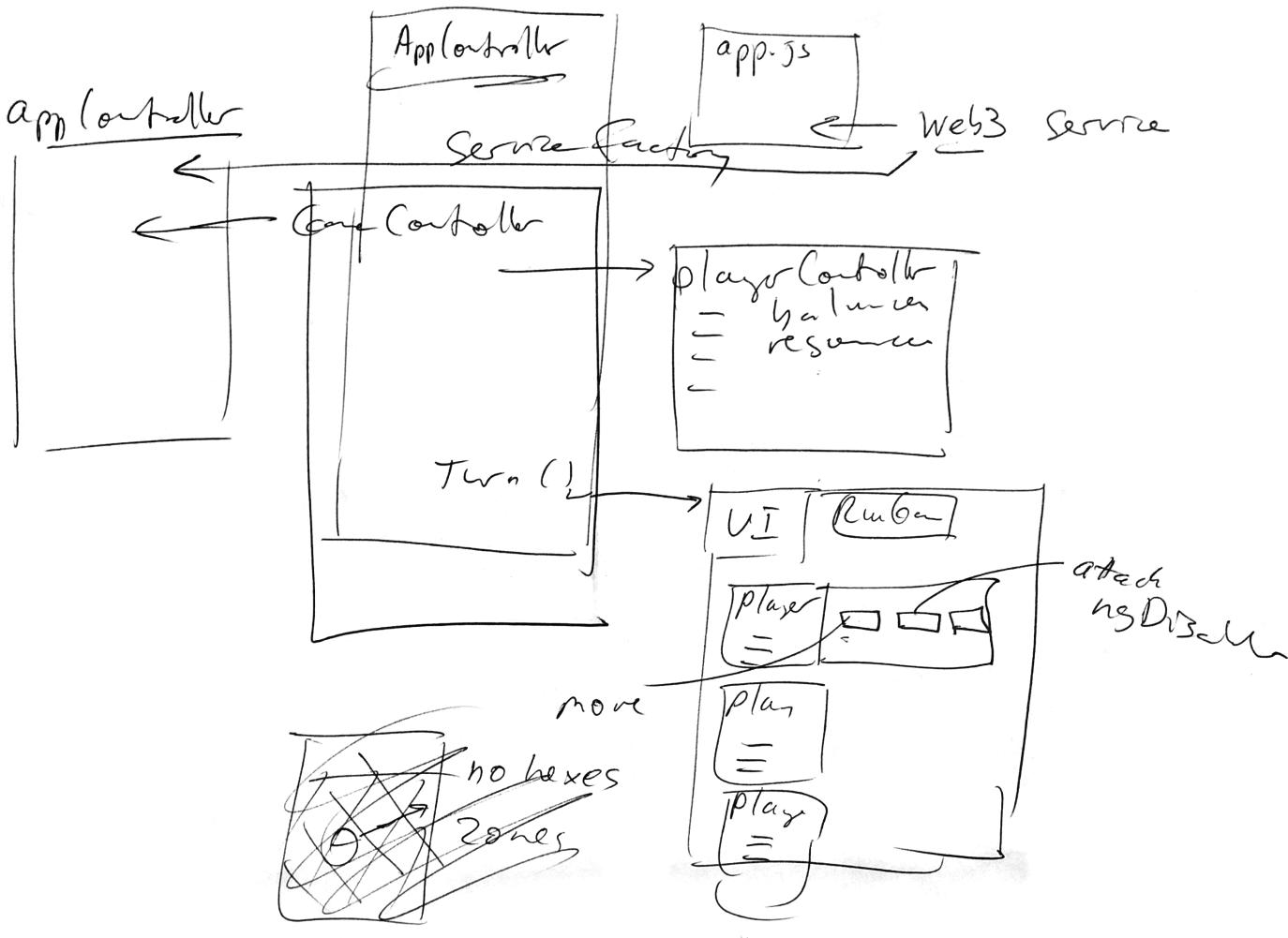
MOVE	\$	Develop)
FIGHT		DRAIN.	IF on
DRONE STRIKE		redevelop	SIN

if
one hex

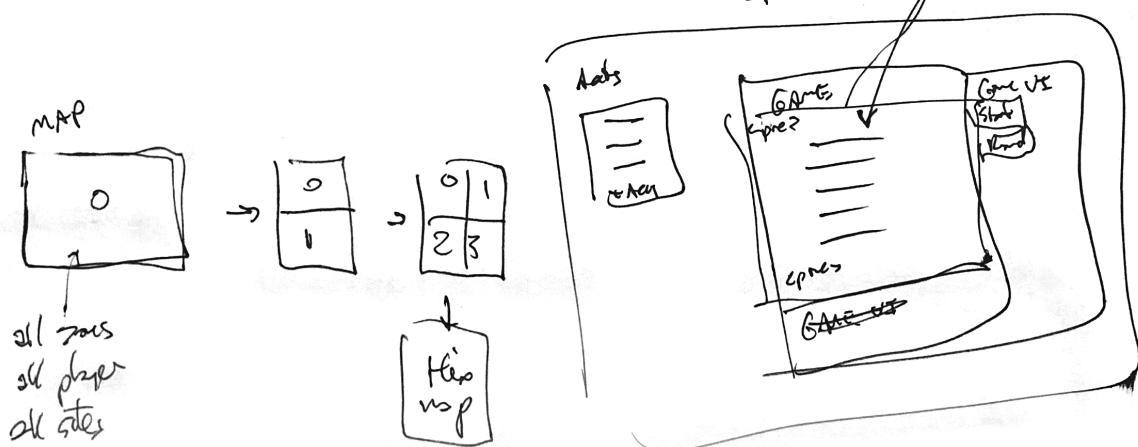
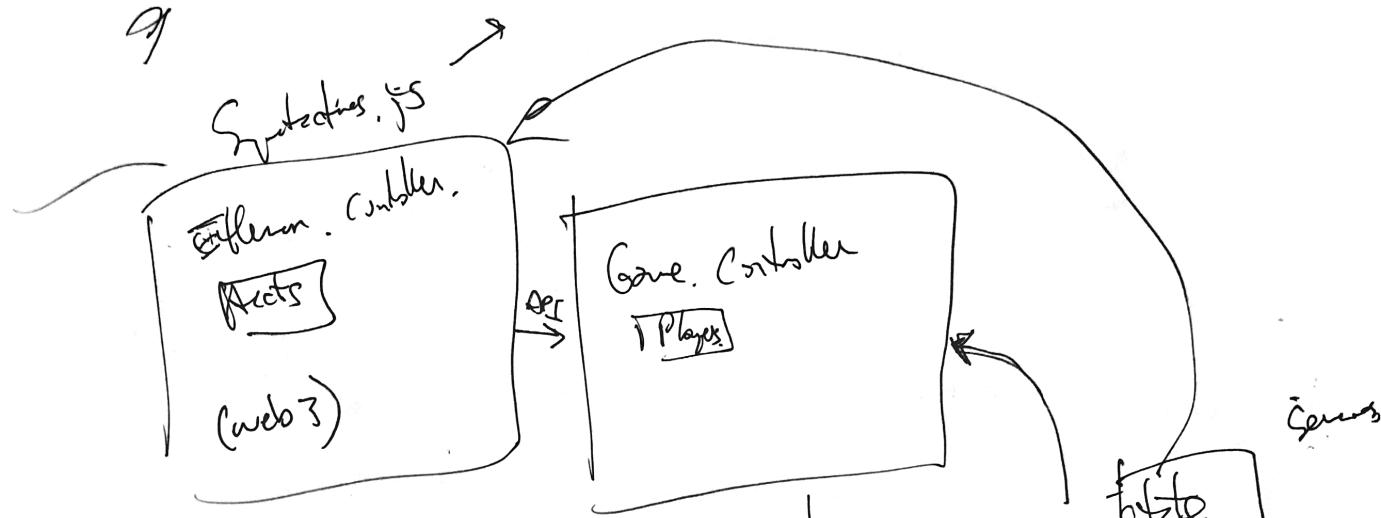
1f







9



gameEnd

Universal Victory

→ (player wagers)

some amount from game bank

Game should hide some secret ETH in random hexes that are not sixes

LOSS

wagers

travel into a hex could result in a surprise! a Mage elder bestows 2ETH
give back (to you)

player accounts equal

INDIVIDUAL

wagers → one player →

gameInit

game Account

wagers

escrow

% of funds for our account
game fee
SITES/100

Angels stake funded
w/o ~~ETH/EVM~~
negotiation

GameController - init
→ money to players

→ draw my

START TURN 1

players	init player	init player
player	player	player
draw	act	act
+	+	act
act	update	end play
update	end play	end play

players loss
↓
disable other player which one is active

once players done

→ update stats

if (gameNotOver)
nextTurn()

else

→ gameOver()

≡

SITES
are also
EC20
wallets

— people
have stake
in sites being
developed